



Fabien Tanguy

WORD BANK™



Contents:

- 52 Safe cards
- 100 precious stones (20 stones in 5 different colours)

Your precious stones aren't secure with you, you'd be better off putting them in a safe! But it's not that simple - each safe requires a password in order to place your stones inside. The more stones you have safely stored away, the closer you are to winning.

Object of the Game:

Create a password so you can place your precious stones inside the safe and then close it to completely secure the stones. The safes must be full to be locked. At the end of the game, the player who has safely stored the most precious stones is the triumphant winner!

Set Up:

- Shuffle the Safe cards together, make a pile and place this in the centre of the table, letter-side down.
- Place 7 Safe cards in a circle around the pile, letter-side up.
- Choose one colour of precious stones and take as many stones of this colour as corresponds to the number of people playing, as shown below:
 - 2 players 20 precious stones
 - 3 players 18 precious stones
 - 4 players 15 precious stones
 - 5 players 12 precious stones

The last player to have been to the bank starts the game. Players then take turns, going clockwise.

Turns:

1) CREATE A PASSWORD

On your turn you must choose a password which starts with one of the letters shown on one of the 7 Safe cards.

Once you have announced your password, you must place stones in the safes. For this, the following rules apply:

- Place one stone on a free space of the safe corresponding to the first letter of your password. Then choose what direction you are going to input your password in (clockwise or anticlockwise).
- Place your stones on the free spaces of any safes which show letters that your password contains. **BE CAREFUL:** you don't have to use all of the letters but you must follow the order of the letters in your password. If there are several possibilities for how to input your password, you can choose how you do this.
 - You cannot place more than one precious stone in a safe at your turn.
 - You can only do one rotation of the letters to input your password.

Note: What passwords can you use?

- Any word in the dictionary
- You cannot use a word that has previously been used during the game
- You cannot use a word that contains another word which has previously been used in the game.

Example: If the word 'protect' has already been used, you can't use the word 'protection' or any words with the same root.



Example: The first player (blue) says 'GROUPIES'. He places one of his precious stones on the G and then he chooses what direction he wants to rotate to write this word (so here, he chooses anti-clockwise). Next, he places a stone on the safes with R, I, E and S. Since none of the safes are full, it's now the turn of the player to his left.



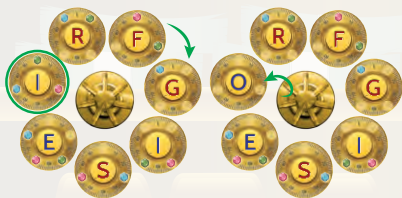
Example: The next player (red) says 'SPECIFIC'. She places a precious stone on the S then chooses to rotate clockwise and places precious stones on the cards with E, I, F and I. Since none of the safes are full, it's now the turn of the player to her left, and so on.

2) CLOSING A SAFE

At the end of your turn, if one or several of the safes have no more room they can be locked.

- Remove the stones from the locked safes and secure these by placing them back in the box.
- Place the locked safes in front of you (they will be used at the end of the game).
- Replace the safes that you have locked with new ones from the pile.

After this it's the next player's turn.



Example: The 3rd player (green) says 'FIREFIGHTER' and goes clockwise, placing stones on the letters F, I, E, I and R. One of the safes, I, now has all its spaces filled so the 3 stones go back in the box and the safe is given to the green player. A new safe is taken from the pile to replace it (the safe with the letter O).

What happens if a player proposes a password that is incorrect (ie spelt wrongly or does not respect the rules)?

Their turn is over: they must take back the stones that they have played on their turn. Play moves to the next player.

End of the game:

If you have no more precious stones in front of you at the end of your turn, the game ends immediately. The player who ends the game is not necessarily the winner...

- Count how many precious stones there in front of you AND on the Safe cards in the centre of the table.
- The player with the least number of precious stones wins the game. In the case of a tie, the winner is the player who has collected the most Safe cards.